VALHALLA KNIGHTS 2

EVERYONE 10+

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CONTENT RATED BY ESRB

Marvelous Entertainment USA, Inc.

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

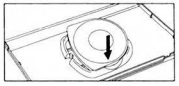
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

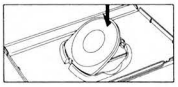
Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

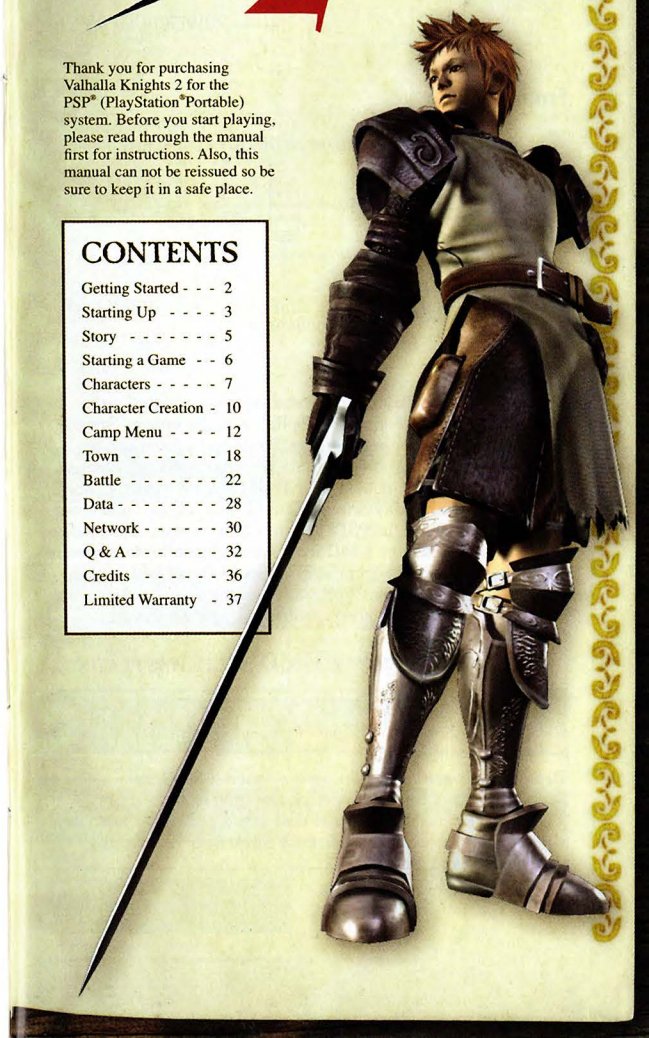
Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

VALHALLA KNIGHTS 2



Thank you for purchasing Valhalla Knights 2 for the PSP® (PlayStation®Portable) system. Before you start playing, please read through the manual first for instructions. Also, this manual can not be reissued so be sure to keep it in a safe place.

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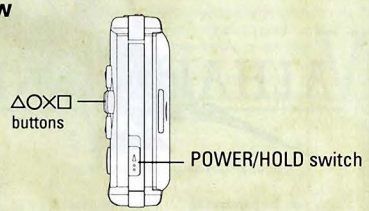
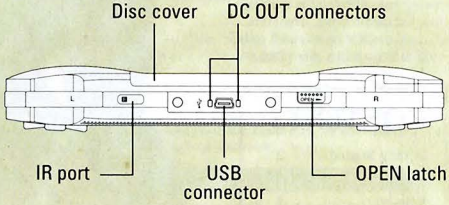
Getting Started

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the **VALHALLA KNIGHTS 2** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: DO NOT EJECT A UMD™ WHILE IT IS PLAYING.

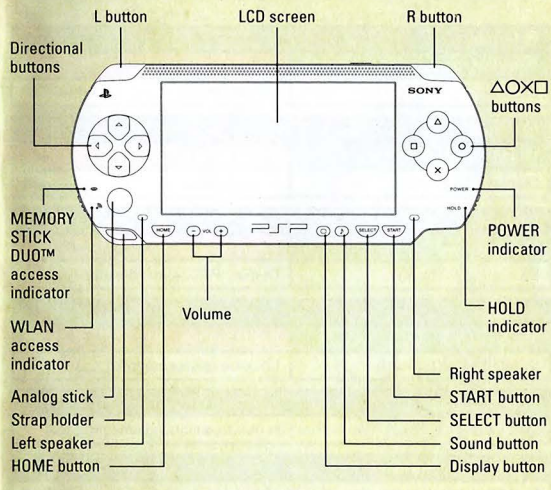
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP® (PlayStation®Portable). You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.

Starting Up

PSP® (PlayStation®Portable) system configuration



BASIC CONTROLS

Analog stick	
World Map	**Battle Screen**
Run (Walking or crouching while walking is also possible when combined with the proper button)	Run

Directional buttons	
Menu Screen	**Battle Screen**
Move cursor	Rotate camera (Rotate left with left directional button and right with right directional button)

⊗ button	
World Map	**Battle Screen**
Confirm, Talk	Action Skill

○ button	
Menu Screen	**Battle Screen**
Cancel	Cancel, Attack

START button
World Map
Toggle mini-map display

Starting Up

Basic Controls (Continued)

● button	
World Map	**Battle Screen**
Crouch	Special Attack

▲ button	
World Map	**Battle Screen**
Display Camp Menu	Display Menu

L button	
Menu Screen	**Battle Screen**
Switch Pages (back)	Display PT command menu

R button	
Menu Screen	**Battle Screen**
Switch Pages (forward)	Lock-on (reset camera)

HOME button
Quit game – be sure to save before you quit to maintain game progress

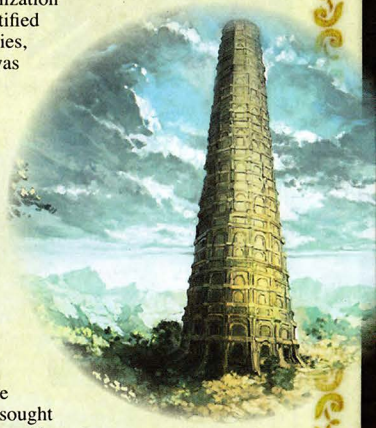
Wireless LAN Switch
Enables network connection when switched on

Special controls using button combinations
World Map
● button + analog stick: Walk while crouching
Battle Screen
R button + analog stick: Move towards or around locked-on enemy R button + ◉ button: Attack locked-on enemy R button + ● button: Perform special attack on locked-on enemy R button + left or right directional buttons: Switch targets

Story

Within the kingdom, there exists an ancient order imbibed with the power of clairvoyance known as "Obviam Deis."

They were an extralegal organization that believed that the ends justified the means. Intricate conspiracies, elaborate betrayals; nothing was sacred in the pursuit of their goal.

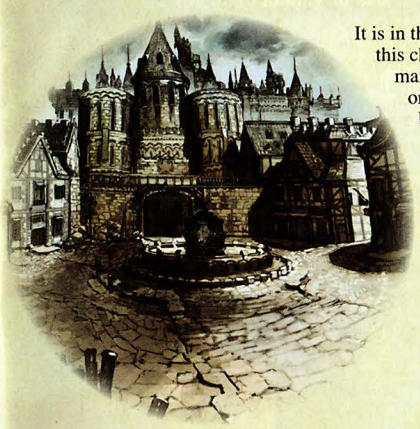


Their ultimate goal was to bring to fruition "humanity's ultimate desire of bringing ruin to the Goddess of Judgment."

An organization that opposed the agenda of Obviam Deis also existed within the kingdom. This organization was known as "Decem Pennae."

On the surface, Decem Pennae were a group of pacifists that sought peaceful coexistence with the goddess.

The main source of contention between Obviam Deis and Decem Pennae was the legendary "White Crystal" left by the Witch of the Crystal over a thousand years ago. This crystal was said to have driven the Goddess of Judgment into hiding.



It is in the midst of this chaos that the main character, orphaned since birth, sets forth to take the test to become a Latroci, a government-sanctioned adventurer.

Starting a Game

Insert the **Valhalla Knights 2** disc in your PSP and turn it on. The title screen will show after the opening. To start a new game, select "New Game." To continue a previously saved game, select "Continue." To connect to the network (Ad hoc mode), select "Network" and press the ⊗ button.

If you have difficulties starting the game, you may be required to update the PSP system software. System update software and information is found on the game UMD.

General Flow of the Game

You will watch your character grow by accepting various quests (p18) in towns and exploring dungeons and battling enemies (p22). The story will progress as you repeat this process. You must first create your character in order to embark on your journey.

World Map	Battle
Buy items in town Obtain information and friends in guilds Accept quests Etc.	Fight enemies in dungeons Collect items Strengthen your character with experience points gained in battle

The World of Valhalla Knights 2

When the game begins, the player will be in the human world. There, you will explore forests, snow-covered mountains, and harsh dungeons like the magma grotto. As you progress through the story and complete certain quests, you will be able to go to the Badlands, where old wooden structures remain, or the Machine World, where the machine people live.

Mount Fibuledo

The Badlands

Characters

Races that the Player Can Select

The player can select from a variety of races such as Humans, Dwarves, Halflings, Elves, and Akatoki. However, there are races that cannot be selected unless the player meets certain conditions (Machine people, Canines). There are also differences in the abilities (starting stats) depending on the gender of your character. Remember to choose your main character and party members wisely.

Human

They are the race with the most well-rounded starting stats and can work sufficiently in any job. Humans tend to construct and inhabit large towns. Female humans have slightly higher skill parameters than their male counterparts.

Dwarf

A race that prides itself on its sheer physical strength. They are especially adept at close-range weapon-based combat. But contrary to their "wild" image, many of them are taciturn. Also, female dwarves have higher intelligence and resistance than their male counterparts.

Characters

Halfling

This race has much higher skill parameters than other races, allowing them to be adept at long-range weapons such as the bow. They are often mistaken for children due to their small physical size but are actually quite competent in battle. Female Halflings have higher intelligence and speed than Halfling males.

Elf

This race is blessed with more mana than the other races. Coupled with their high intelligence, they are masters of sorcery, whether they're using attack, healing, or support spells. Female elves have higher intelligence than elven males.

Akatoki

A race that is especially adept at martial arts. They focus more on combination attacks rather than the strength of each single strike.

About Job Classes

There are two types of job classes: basic jobs selectable at the start of the game, and advanced jobs that become available as you progress. In order to obtain an advanced job, you must find the special corresponding item and provide it to the guild to unlock it for each character (p19). By changing jobs effectively, a character can have up to 3 jobs simultaneously (main job, sub-job A, sub-job B).

The characteristics of each job class are outlined in the charts below.

Basic Job Classes	
Fighter	A job specializing in weapon-based melee attacks. They can equip many kinds of weapons and shields.
Mage	A job specializing in attack magic. This job is weak against physical attacks.
Priest	A job specializing in healing magic. This job is weak against physical attacks.
Thief	A job that can perform close and long-range attacks. Capable of equipping long-range weapons like bows.
Monk	A job that excels in close-range hand-to-hand combat. Specializes in multi-hit combo attacks using brass knuckles.

Advanced Job Classes	
Anchor	A job specializing in both attack and heal magic. They are weak against physical attacks. Though there isn't much they can equip, the variety of spells they can perform more than makes up for it.
Knight	A job adept at weapon-based attacks and defense with shields. They can equip shields with high defense stats.
Samurai	A job skilled at hitting weak points with melee attacks. Capable of equipping katanas.
Ninja	A job adept at performing support attacks. They can disappear from view on the field and move about without enemy detection.
Enchanter	A job that can add poison or paralysis status effects to attacks. Possesses the highest MP of any job class.

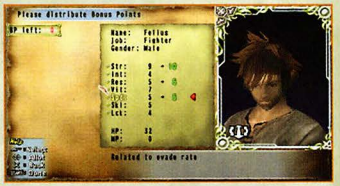
Character Creation

How to Create a Character

First, the player will need to create their main character. The creation process is as follows.

Controls for Character Creation

- ⊗ button — Confirm
- ◉ button — Cancel
- START button — Go to next screen



1. Confirming Race and Gender

You will select your character's race and gender. There are 5 races to choose from in the beginning (Human, Dwarf, Halfling, Elf, and Akatoki). The starting stats can vary widely depending on your gender and race.

2. Confirming Special Features

You can select 2 special features (face type and hairstyle). Many different patterns are available so you can create your own special character.

3. Confirming Job Class

You will now select the starting job class of your character. There are jobs that may or may not be suitable depending on your race, so choose wisely.

4. Confirming your Character Name

After selecting your race and gender, you will now give your character a name. There is a default name given to your character but you may change it if you wish (up to 16 letters).

5. Distributing Bonus Points

You will now allocate your Bonus Points among various attributes. Refer to the following list to see the properties of each attribute.

Character Attributes

Strength (Str.) - The higher the strength, the higher the HP and physical attack power.

Intelligence (Int.) - The higher the intelligence, the higher the MP and magic attack power.

Resistance (Res.) - The higher the resistance, the higher the tolerance to abnormal statuses and damage from spells.

Vitality (Vit.) - The higher the vitality, the higher the tolerance against physical attacks.

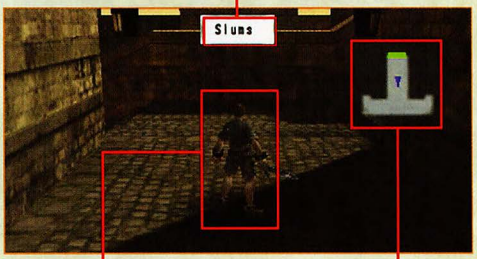
Speed (Spd.) - The higher the speed, the higher the likelihood of evading attacks.

Skill (Skl.) - The higher the skill, the more likely to succeed in inflicting critical attacks and land ranged attacks.

Luck (Lck.) - Having higher luck affects all attributes to a certain extent.

Camp Menu

How to View the Screen while on the World Map



Mini-map

This will display a map of the town or dungeon. This mini-map can be toggled "Regular View" ➔ "Expanded View" ➔ "OFF" with the START button.

How to View Map Symbols

This denotes the player's character. The tip of the triangular shape denotes the direction the player is facing.

This shows the entrances to structures.

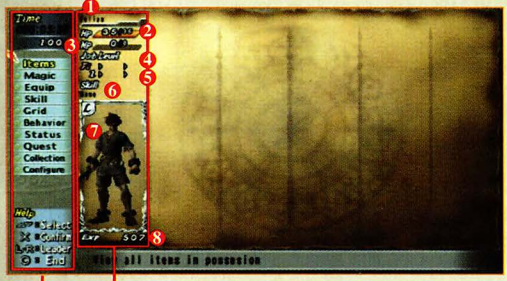
This denotes facilities such as inns and shops.

Action Message

The displayed action will be taken by pressing the ⊗ button.

Camp Menu Screen

Display the Camp Menu by pressing the △ button while moving through a town or dungeon. You can perform a variety of operations in this screen, including equipping and healing party members, using items, setting the behavior of other party characters, and viewing various kinds of information. Mastering the Camp Menu is your first step to a successful adventure.



Simplified status of characters

1. Name
2. HP (Hit Points) (current/max)
3. MP (Magic Points) (current/max)
4. Main job/level
5. Sub-job/level
6. Action skills
7. Character portrait
8. Experience required for next level

Camp Menu Commands

Time - Total time played

G - Current amount of money

Items - Use/check items (p14)

Magic - Use/check magic (p14)

Equip - Change/check equipment (p15)

Skill - Change/check skills (p15)

Grid - Change/check formation (p16)

Behavior - Set/check battle tactics of other party characters (p16)

Status - Check status of characters (p17)

Quest - Check current quest (p17)

Collection - Check Hostia Guide and Item Guide (p17)

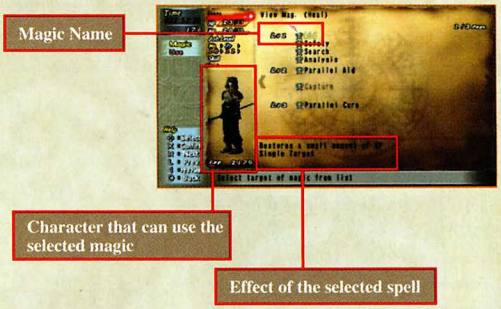
Configure - Change game play settings (p17)

Items

You can use the items in your possession or just view them. Use the cursor to select the item you wish to use. You can also switch pages by pressing the left and right directional buttons and sort your items by pressing the ■ button. Pressing the △ button will allow you to view any Key Items obtained through special events such as story sequences. The items you obtained for the first time will display with an unknown name or effect. In that case, be sure to have that item analyzed (p20).

Magic

You can check or use magic spells that your character has learned. Accessible spells are displayed brightly while inaccessible spells are grayed out. Also, you can assign spells into the shortcut menu to allow for easy access during battle.



Equip

You can change the weapons or armor your character has equipped. Weapons are held either in one hand or both. The type of weapon you have will greatly vary your battle strategies. For armor, they are categorized as hats, armor, gloves, pants, necklaces, and rings. You can check out the details of your equipment here.

WL - Attack strength level of equipped weapon
AL - Defense strength level of equipped armor

Skill

Here you can see what skills each character has learned. There are two types of skills: Base and Action. Base Skills are skills that do not need any specific input and will take effect automatically. Depending on the order of your job (1st, 2nd, 3rd), the effect of the skill will change. Action Skills are skills that you can use by pressing a button during battle. You will learn more of these skills as your job level increases. However, you are only able to use one Action Skill at a time and you must set it in the Camp Menu prior to entering a battle.

Grid

You can view or change your battle formation here. There are 3 spots in the front, middle, and back lines for you to place your characters. The ⊗ button will be used to select your target character. Press the ⊗ button again to confirm the desired position. Even if there is another character in your desired position, press the ⊗ button to switch out between characters.

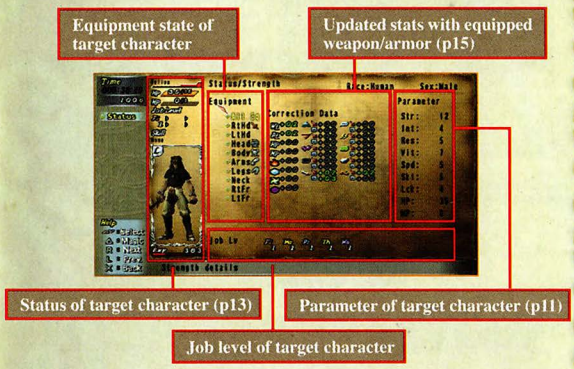
Behavior

During battle, your other party members will attack or heal automatically. This is where you set the AI of your party members. As characters level up, they obtain more "Thought Parameter" points to be distributed. The higher the value of a certain attribute, the more that action is prioritized.

Weapon Atk. - Prioritize weapon-based attacks
Heal Magic - Prioritize healing party members' HP
Use Item - Prioritize item usage
Support - Prioritize backing up party members rather than directly attacking
Magic Attack - Prioritize attack magic
Effect Magic - Prioritize placing effective status effects on both enemies and allies

Status

The current condition of each character can be observed here. You can switch characters with the L or R buttons. Pressing the △ button will bring up a list of the selected character's magic spells.


Equipment state of target character
Updated stats with equipped weapon/armor (p15)
Status of target character (p13)
Parameter of target character (p11)
Job level of target character

Quest

View the nature of your current quest as well as the requestor and their offered reward upon completion. If you have not accepted any quests, nothing will be displayed. You can also see the details of all past quests here.

Collection

You can view basic information on all enemies you have fought in the dungeons in the "Hostia Guide" and all items you have obtained in the "Item Guide." This screen also displays the completion rate of each.

Configure

You can change button configurations, message speed, cursor position, mini-map display, automatic battle, battle logs, and other game play settings here.

Town

Things that Can Be Done in the Towns

Biblos, in the Kingdom of Weiselheim, is the town where the player will start. The town has an inn, a church, armory, tavern, and the guild, where players can accept quests to progress the story, swap out party members, gather equipment, and much more. What follows are some brief overviews of the facilities found in Biblos.

Inn

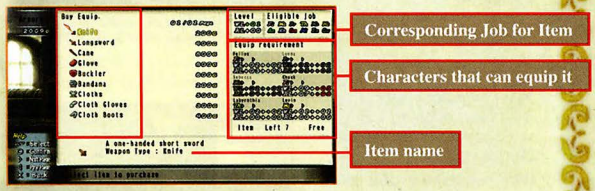
The inn is where you can stay to replenish your HP and MP. The cost of staying at the inn will depend on the level of your characters. This is also where you can save your game. To save, you will need either a "Memory Stick Duo" or "Memory Stick PRO Duo." You will have only one save slot and it will require a minimum of 448kb of space.

Church

The church is where you can be cured of poison, petrify, paralysis, darkness, silence, and other status effects. The revival of defeated party members is also done here, but the recovery and revival will cost varying amounts of money depending on the level of the character.

Armory

You can purchase weapons, armor, and items at the armory. When buying weapons or armor, move your cursor over the item and it will display the characters that can equip it along with the corresponding jobs.



Tavern

After meeting certain conditions, you will be able to use a service that will make your adventures much easier here.

Guild

At the guild, you can switch out party members, change job classes, manage quests, appraise unknown items, view your Hostia Guide, and store unnecessary items.

Party Members

This is where you change your settings for your party members. When wanting to add a new party member, select "Find new ally" to pay a fee to create a new character that can then be added to your party by selecting the "Add ally" menu option (up to 6 members). When you want to remove any of your current party members, select "Remove ally." When you want to part with a created character, select "Dismiss."

Job Class

In addition to your main job, you can set up to 2 sub-jobs. Depending on your combination of jobs, you can customize your characters in any way, like having a mage with the powers of a fighter. For the basic jobs (fighter, mage, priest, thief, monk), you can just pay money to freely switch among them. For the advanced jobs (anchor, knight, samurai, ninja, enchanter), you must bring a certain item found only in dungeons to the guild.

Quests

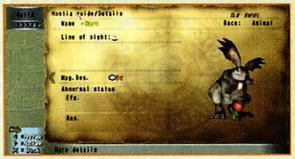
You can manage your various quests here, from simple delivery to lengthy dungeon exploration tasks. By selecting "Accept," the name of the current quest will display. By placing your cursor over the quest name, you can view the quest contents, client, and reward. After completing a quest, you must return to the guild and "Report" to receive your reward. If you want to give up on a quest to do another, select "Quit" to cancel your current quest.

Appraisal

Some items obtained during your adventures will be unknown and not readily identified. These items are given general names such as "flask," "armor," or "sword" and cannot be used until it is made clear what they are. You can do so by using appraisal cards or paying for appraisal service at the guild. Also, if the item has not been appraised, no matter how rare or expensive the item actually is, it can only be sold for 10G at the armory.

Collection

Previously encountered enemies can be viewed in the Hostia Guide, while all items obtained are detailed in the Item Guide. You can also view the completion rate of each on this screen.



Storage

You can drop off your items here when your inventory is full. There is a set number of items a storage facility can hold, but its capacity can be increased by paying a fee if more room is needed.

Recovery Fountains

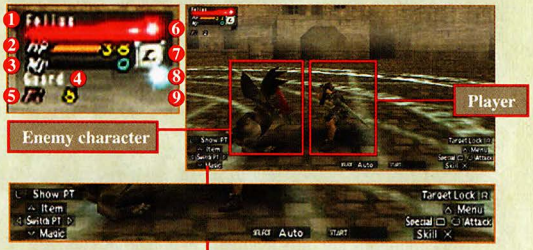
Recovery fountains are only available in dungeons (will not appear in hard mode). The spring water here can replenish your HP and MP, but once used, it will not be available again for a set amount of time.

Battle

Viewing the Battle Screen

Simplified list of Character Status

1. **Character name** – Name of character.
2. **HP gauge** – Number on the right is the current value.
3. **MP gauge** – Number on the right is the current value.
4. **Action skills** – Displays the currently set action skills.
5. **Job/level** – Fi (Fighter), Ma (Mage), Pr (Priest), Th (Thief), Mo (Monk), An (Anchor), Kn (knight), Sa (Samurai) Ni (Ninja), En (Enchanter).
6. **Tension gauge** – Rises as you damage enemies or take damage from them. You can unleash a special attack once the gauge is at max.
7. **Leader mark** – Displays the character you are currently controlling.
8. **Skill gauge** – Unleash an action skill when gauge is at max.
9. **Status ailment** – Displays character's status ailment (if any).



Control Menu

Show PT – Displays party command menu.
Item – Currently controlled character will use equipped items.
Switch PT – Select enemy to attack and ally to recover.
Magic – Display spells set in the shortcut menu.
AUTO/MANUAL – Switch between auto/manual for currently controlled character.
Target Lock – Lock-on to enemy to attack.
Menu – Display battle menu commands.
Special – Use special attack corresponding to specific weapon currently controlled character uses.
Skill – Use a skill currently controlled character has learned.
Attack – Attack directly with weapon.

*The L and R buttons displayed on screen are default settings. Every other button that displays afterwards will be displayed as such.

Flow of Battle

While exploring dungeons and ruins, you will encounter enemies and go into battle. The battle will unfold in real time where the player will control one character. The other party members will act in accordance to their behavior settings (p16). What follows is a description of how battles progress.

Moving through dungeons

Enemies are displayed within dungeons. A battle starts when the currently controlled character comes into contact with an enemy. (Although only one enemy will be displayed in the dungeon, there may be more when the battle actually starts).

Enemies and Battles

A real time battle starts when you come in contact with an enemy. Use weapons and magic to defeat the enemy.

End of battle

A battle ends once all enemies have been defeated, all the characters in your party die, you run to the edge of the battlefield and exit, or you use the escape command to flee. If you win the battle, you will get experience points, which will be distributed among the characters that participated. A treasure chest will sometimes appear when returning to the world map from battle. Inside you will find items or money, but you need to be careful because some treasure chests have traps. If the currently controlled character dies or is petrified, continue the game using another character. If all party characters are wiped out, your party will return to the inn in town.

Target Lock (R button)

When locking-on to an enemy, the player character will be able to aim at that enemy more accurately. When the target cursor turns red, it will denote that the enemy is within range of the player character. Also, locking-on to an enemy will allow the player to see its HP, status, name, and other information.

Attack (◎ button)

This will directly attack the enemy with the weapon you are equipping. If you already have locked-on to an enemy with the R button, your character will aim for that target. If you have not locked-on to an enemy, you can time your special attacks and magic spells to deal even greater damage than normal.

Skill (⊗ button)

During a battle, your skill gauge will fill up as time progresses. When the gauge becomes full, you will be able to use your preset action skill. After using the skill, you will not be able to use it again for a certain amount of time. There are many kinds of action skills that are available for each job and you will learn new ones as you level up.

Available for use when Skill gauge is MAXED

Magic (Down directional button)

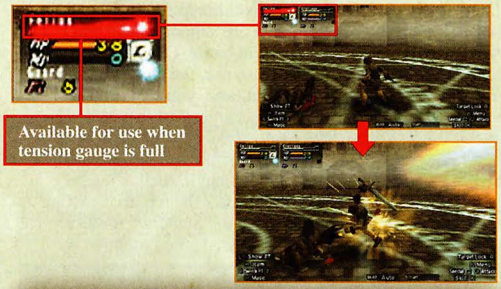
Pressing the down directional button in battle will display a list of magic spell shortcuts that were set in the Camp Menu prior to entering the battle (p14). Characters with magic spells can cast them in battle by using their MP. There are attack spells that hurt enemies, heal spells that replenish HP or MP and dispel status effects, and there are support spells that invoke special effects to help you in battle. Once you have selected the magic spell you want to use, the character will begin casting the spell. During that time, you will use the directional pad to select the target character of the spell. The character itself is defenseless when casting a spell, making them an easy target for enemies. Once the casting is complete, MP will be consumed to activate the magic spell.
Magic spells are cast automatically after the required casting time has been met, but you can go into "Standby" mode to activate the spell manually at the exact desired moment by pressing and holding the confirmation button. Note that characters in "Standby" mode cannot do anything aside from locking-on.

Magic List

Type	Magic Name	Effect
Attack Magic	Fire	Fire damage on enemy
	Ice	Cold damage on enemy
	Wind	Air damage on enemy
	Ray	Non-elemental damage on enemy
Heal Magic	Aid	Healing spell
	Brightness	Dispels darkness
Support Magic	Poison	Deals poison effect on enemy
	Blind	Deals darkness effect on enemy
	Slow	Deals slow or cancels accelerate effect on enemy
	Dilute	Reduces magic resistance on enemy

Special (○ button)

Dealing or receiving damage will raise the tension gauge, which allows the character to use their special attack when maxed out. After using a special attack, the tension gauge will become empty, making the character unable to use special attacks until it is full again. Finishing off enemies with a special attack is rewarded with an experience point bonus.



Item (Up directional button)

Pressing the up directional button in battle will display a list of equipped items. Select an item from the list and press the confirm button to use it.

PT Display (L button)

Pressing the L button will display the following six orders the player can give to their entire party.

Party Member Support Order

Support Order Name	Order Details
Free	Battle freely.
Restore	Make HP restoration top priority.
Mag Atk	Focus on attacking enemies with magic spells.
Sp. Atk	Hold off on special attacks until enemies are dizzy.
Bail out	Escape from battle with item or spell.
Escape	Run to the edge of battle field to flee from battle.

Flee from Battle (△ button)

Pressing the △ button during a battle will display the Battle Commands Menu. Selecting "Flee" will cause each party member to run towards the edges of the battlefield. If any single character can reach the edge, the party will be able to escape from the battle. However, the order to flee from battle will be nullified if another order is issued while the characters are running away. Furthermore, you will not obtain experience points or other rewards if you run away from battle.

About Status Effects

Some enemies can inflict status effects on party members. These status effects will be displayed in the simplified status screen. Remember to dispel those status effects with items or spells when a party member is affected by them. The status effects that appear in the game are as follows.

List of Status Effects

Name		Details
	Haste	Movement speed increases.
	Slow	Movement speed decreases.
	Poison	Suffers damage periodically.
	Darkness	Visibility is drastically reduced and lose ability to target others.
	Silence	Lose ability to use magic.
	Paralysis	Lose all ability to move for a certain amount of time.
	Disease	All parameters decrease.
	Petrify	Lose all ability to move until ailment is dispelled.

Data

Weapons

Knife

Type: Short Sword
Equip Method: Single hand

Dagger

Type: Short Sword
Equip Method: Single hand

Long Sword

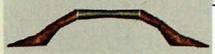
Type: One-handed Sword
Equip Method: Single hand

Broad Sword

Type: One-handed Sword
Equip Method: Single hand

Claymore

Type: Two-handed Sword
Equip Method: Both hands



Short Bow

Type: Bow
Equip Method: Both hands

Stick

Type: Wand
Equip Method: Single hand

Glove

Type: Knuckles
Equip Method: Both hands

Buckler

Type: Shield
Equip Method: Left Hand

Armor

Bandana

Type: Hat
Equip Part: Head

Cloth Boots

Type: Pants
Equip Part: Legs

Clothes

Type: Armor
Equip Part: Body

Necklace

Type: Necklace
Equip Part: Neck

Cloth Glove

Type: Glove
Equip Part: Hands

Ring

Type: Ring
Equip Part: Finger

Consumable Items

Item Name	Type	Details
Analysis Card	Card	Appraises unknown acquired items.
Aid Flask	Flask	Recovers a little HP.
Cure Flask	Flask	Recovers HP.
Aid Book	Book	Learn "Level 1: Aid" when used. Restores a little HP on a single target.

Enemy Hostiae

Bee

HP:12 | Type: Insect

A giant bee that attacks in groups. It will use the skill "Appeal" on you.

Venom Bee

HP:16 | Type: Insect

A purple, poisonous-looking giant bee. Its attacks are poisonous.

Slime

HP:22 | Type: Magical Hostia

A hostia that will act with Physical + Healing.
It sometimes uses the skill "Medic Chant."

Hare

HP:24 | Type: Animal

A fierce rabbit hostia that mainly does physical attacks.

Network

Network Gaming

VALHALLA KNIGHTS 2 can be played by two players using ad hoc mode (Please refer to the PSP® (PlayStation®Portable) instruction manual regarding ad hoc mode). When Network is selected, you can then choose to either play together in the same party as another player [Host Co-op], battle against another player [Host Versus], or choose to look for someone you can connect with [Join Game]. See below for details.

Host Co-op

[Host Co-op] can be played with a maximum of 3 + 3 characters, totaling six in the game. Each player can choose the character they are currently controlling and two other characters to work together with another player on a quest specially made for network play. Each player controls their party independently on the Field Map, moving around the same dungeons and supporting each other in battles. Either player can open the treasure chests that appear after battle and trade the acquired items once the quest is completed.

If one of the players loses his or her entire party during battle, they can choose to either give up (quit) or wait for help (continue). A fallen player waiting for help can only resume play if the surviving player has an item or spell to revive them with.

Host Versus

In [Host Versus], you can select up to six of your characters for battle against another player's battle party. The battles take place in an arena, and each player is required to wager an item or gold at the start of the match. When you select [Bet Gold], numbers will be displayed on the screen. Press up or down on the directional buttons to set the amount of gold you will wager, and press the ⊗ button to finalize the amount. When [Bet Item] is selected, the items you possess will be displayed on the screen. Choose what item you will wager from the list. Once you have determined what you will wager, next you must set the rules. Set rules such as having no time limit by using the directional buttons. When both players have finished setting their conditions, the battle will begin. The battle is won by the player who has fulfilled the requirements necessary for victory, and the winner receives the gold or item that was wagered.

Join Game

This option will search for a player to connect with that is hosting a game. When this option is selected, you will be connected to the network and a list of players will be displayed. A list of players waiting to [Host Co-op] or players waiting to [Host Versus] will be displayed. Choose one that you would like to play with. In Co-op Play, you will play the game cooperating with the other player.

Notes on Network Gaming

As Ad Hoc mode is played using saved party data, a save data for Valhalla Knights 2 is required in order to play.

Q&A

Q: How do I get to the stronger jobs?

A: You will be able to use the Anchor, Knight, Samurai, Ninja, and Enchanter jobs by bringing a specific item (a card specific to the job), either found on the field or dropped by an enemy, to the guild.

There are also more specialized jobs like machine or guard, but these jobs can only be used by machine people and canines, respectively. You will have to meet certain conditions for these characters to appear.

Q: What kind of traps are there in the treasure chests?

A: There are 3 kinds of treasure chests that appear after a battle: safe chests made out of wood, risky ones with flashy designs, and dangerous ones that are obviously cursed. Safe boxes contain items and gold and are not bobby-trapped. Risky boxes have better items in them, such as weapons and armor, but with traps that could be dangerous. Dangerous boxes have extremely rare items inside, but you must exercise caution when opening these as they have traps that could prove fatal.

Q: Are there other special features in the dungeons?

A: Not only are the dungeons built like mazes, there are various unique features present to make exploration a bit more interesting. When you see a locked door, try checking to see if there are stone slates or levers nearby. By using a switch, you might be able to find your way into a new area. There are also some doors that will not open unless you manipulate multiple switches.

Q: What's the most efficient formation in battle?

A: Placing characters with high HP and AL in the front line and characters with ranged attacks or magic spells in the back line is the most basic formation.

Also, if you feel that leveling up seems to take too long, you might want to try reorganizing your party members. The experience points received in battle are evenly distributed among your members, which means that the more characters you have in your party, the longer it will take them to level up. Try various party sizes and formations to see what fits you best.

Q: What can you do in the coliseum?

A: You can battle monsters in the coliseum to gain experience points without having to go to the dungeons. It will cost money for you to enter, but it is a good place to strengthen your characters.

Q: A new race, "Canine", was introduced in this game, but how many breeds are there?

A: There are six breeds: Shiba Inu, Bull Terrier, and Bulldog are the male breeds, while Schnauzer, Chihuahua, and Beagle represent the female breeds. Each breed looks very different, and perhaps you can think of them as a source of comfort during your violent adventures. Be sure to take good care of them.

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